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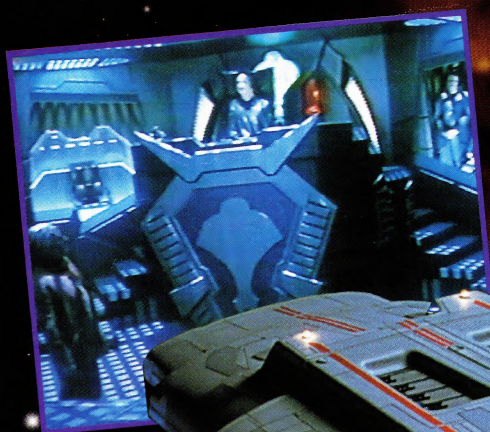
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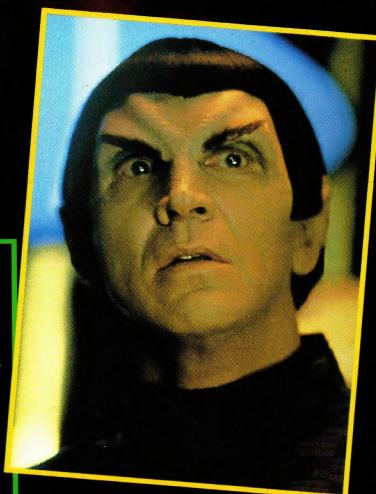
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The Cardassians
Their homeworld explored

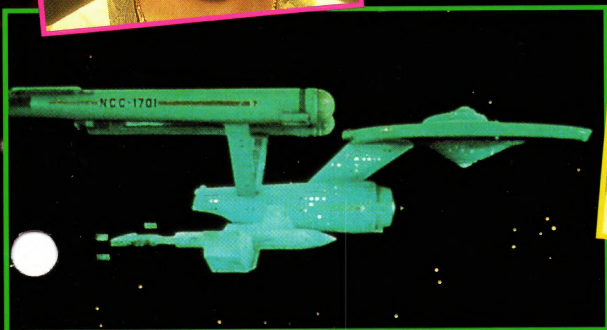
THE I.S.S. ENTERPRISE
Starship of the Mirror Universe

Edith Keeler
Why history can't be changed



S.S. BOTANY BAY
Escape from the Eugenics Wars

Eye of the Needle
Gateway to the Alpha Quadrant



U.S.S. DEFIANT
Protecting the Federation's farthest outpost

ISSN 1364-3983



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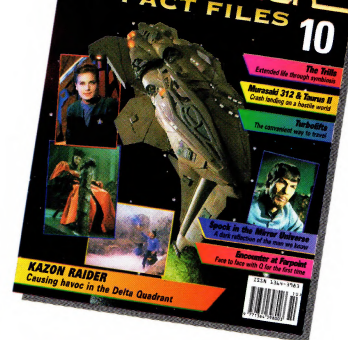
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The Guide to the STAR TREK Galaxy

FILE 13 CARD 1



THE CARDASSIAN UNION

On the edge of Federation space lies the Cardassian Union. The Cardassians were once a peaceful and cultured people, but poverty and hunger have turned them into warlike predators.

Cardassia Prime, also known simply as **Cardassia**, is the homeworld of the **Cardassian Union**. It is a Class-M planet, poor in natural resources.

The **Cardassians** were once a peaceful and spiritual people. But because their planet was resource-poor, starvation and disease were rampant, and people died by the millions.

With the rise of the military, new territories and technology were acquired by violence, at the cost of millions of lives sacrificed to the war effort. The military plays a significant role in Cardassian society, and there is compulsory military service for males. Military monuments line the Cardassian homeworld, with some serving as burial sites.

History

In ancient times, Cardassia Prime was home to a splendid civilization whose legendary ruins are

still considered some of the most remarkable in the galaxy.

These were the **Hebitians**, the ancestors of the modern Cardassians. Their burial vaults were uncovered on Cardassia Prime in the late 2160s. The tombs, said to be magnificent, are reputed to have been filled with many jeweled artifacts.

When famine and disease struck Cardassia, the tombs were plundered, and priceless artifacts stolen. The military itself was involved in the plunder, and sold many valuable objects to finance invasions of alien

worlds. A few of Cardassia's ancient artifacts remain preserved today in a vault under the direct control of the **Obsidian Order**.

Architecture

The Cardassians are considered to be master architects, though their engineering regulations do not match **Starfleet** standards, as can be seen in the inferior construction of the space station **Terok Nor** (now known as **Deep Space Nine**) in the **Bajoran** system.

Cardassian buildings seem to indicate that they prefer everything in sets of



three, which is a dominant feature in their structures. They believe in honesty in design, and want to show the columns and beams which make up a structure, rather than disguise them.

▲ Military solution

The Cardassian military seems to have solved many of the problems that plagued the Union, but some Cardassians yearn for democracy.

A WARLIKE RACE

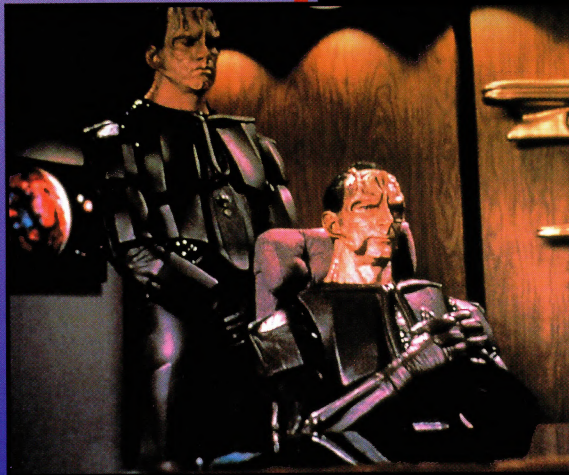


◀ Cityscape

The impressive Cardassian skyline is filled with war monuments. Some of Cardassia's greatest heroes are buried under these massive structures.

◀ Military power

For most of its recent history, the Cardassian Union has effectively been under the control of its ruthless military.



Planet	Cardassia Prime
Class	M
Quadrant	Alpha
Also known as	Cardassia
Administration	Military government
Natural Resources	Poor
Economy	Weak
Climate	Hot
Life Forms	Humanoid
Important Features	The Cardassians developed an aggressive expansionist policy in the face of poverty.
Starship Log	STAR TREK: THE NEXT GENERATION 'The Wounded', 'Chain of Command Parts 1 and 2', 'The Chase', 'Journey's End'; STAR TREK: DEEP SPACE NINE 'Emissary', 'Duet', 'Cardassians', 'The Maquis' Parts I and II, 'The Wire', 'Second Skin', 'Improbable Cause', 'The Die is Cast', 'Indiscretion', 'Crossfire'.

◀ Secret policemen

Until 2371, the Obsidian Order plays a major role in Cardassian politics. The order fills the Cardassian people with fear, until Enabran Tain leads an unsuccessful attack on the Dominion.

GALAXY FACTS



Although the Federation and the Cardassians are at peace, elements within the Cardassian government have been arming settlers in the Demilitarized Zone.

Cardassian lighting is quite dim by human standards, and the pervading gloom is accentuated even further by the use of dark colors in their structures.

Cardassian education

It has been said that the Cardassian educational system is unparalleled in the **Alpha Quadrant**. "Education is power and joy is vulnerability," **Gul Dukat** once remarked.

Cardassians are famous for their photographic memories. Children have been known to be placed into intensive mind-training programs as early as the age of four. This mental training even provides enough discipline to enable some Cardassians to deflect a **Vulcan mind-meld**.

Another trait of Cardassians is their

attention to detail, which is almost obsessive. They have taught record-keeping to several planets, including Bajor when that world was under their domination.

Cardassian family life

On Cardassia, families of up to four generations often live under one roof. Caring for parents, as well as children, is of great social and ethical importance.

For **Pa'dar**, an important Cardassian politician, knowledge that he abandoned his child on Bajor – even one he thought dead – was enough to publicly and privately humiliate him, effectively ruining his career.

This is particularly ironic because, despite this devotion to family and children, true orphans have no status in Cardassian society and are simply forgotten.

Cardassian cuisine

Other cultures do not necessarily share the Cardassians' taste in food, such as **yamok sauce** – a

favorite condiment on Cardassia Prime.

They also enjoy **kanar**, which is a dark, thick, syrup-like beverage – though **Glinn Daro**, a Cardassian aide to **Gul Macet**, once admitted to

Chief Miles O'Brien while on board the **U.S.S. Enterprise NCC-1701-D** that the drink took "some getting used to."

Another favorite, the **taspar egg**, is the ova of a Cardassian fowl. Boiled

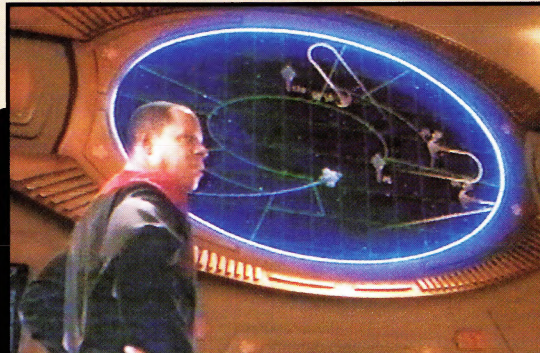
taspar egg is considered a great delicacy on Cardassia Prime. However, the raw egg of the taspar is revolting to Cardassians.

Cardassian clothing

On Cardassia, civilians generally favor dark colors. Military uniforms are black with a bodysuit worn underneath the armor, which consists of metal torso, chest, and arm plates. Metal boots are worn with shin guards. The communicator is part of a large band which is worn around the wrist.

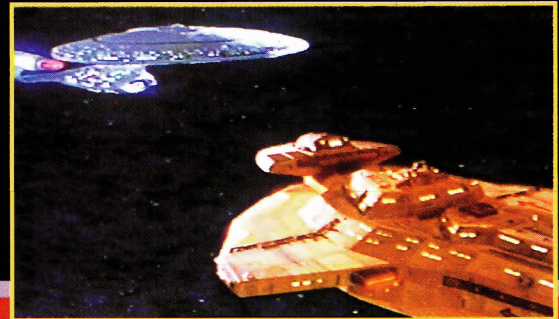
⚠ The Federation has gone to great lengths to maintain peace with the Cardassian Union. In 2371, Commander Sisko aids Cardassian forces in their fight against the Maquis.

⚠ In 2369, war with the Federation is narrowly avoided when Captain Edward Jellico forces a Cardassian invasion fleet to withdraw.



The Cardassians at War

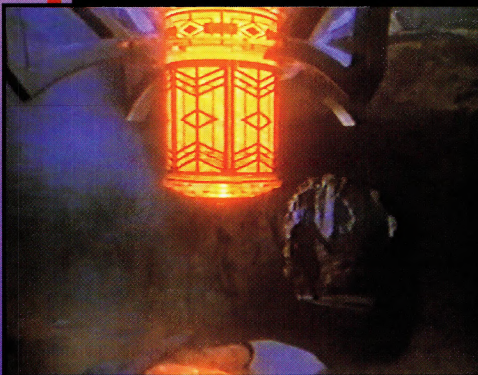
Aggressive expansion has brought the Cardassian Union into conflict with the Federation on a number of occasions. Open warfare ends in 2367, but conflict continues in the Demilitarized Zone.



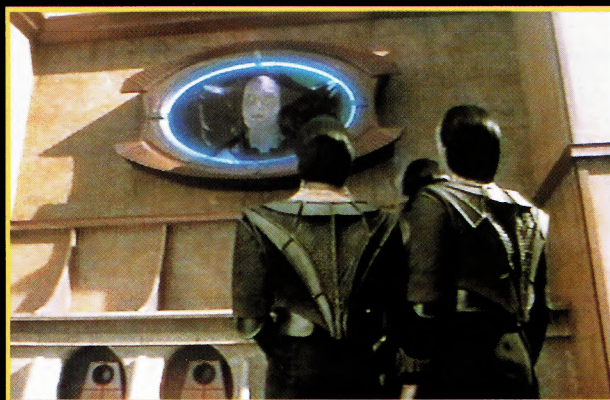
CARDASSIAN PLEASURES

Heat and justice

Although Cardassians often appear grim and serious, they enjoy themselves like any other race. They take great pleasure in literature, public justice, and heat.



⚠ Cardassians love heat, and enjoy temperatures humans would find unbearable – the hotter the better. On Cardassia, few leisure activities are more popular than the steam baths.



⚠ Even in the cold environment of **DEEP SPACE NINE**, Cardassian exiles, such as **Garak** and **Ziyal**, can use **Quark's holosuites** to remind them of the pleasures of a steam bath on their homeworld.

⚠ The secretive Cardassian government makes some events public. Trials are shown to the people as a form of entertainment. In a good trial, the outcome is never in doubt. The audience watches the inevitable revelation of the accused's guilt, and the swift execution of justice.

OTHER CARDS IN THIS FILE...

- 2 THE CARDASSIAN RACE
- 3 THE OBSIDIAN ORDER
- 4 CARDASSIA AND THE FEDERATION

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The Guide to the STAR TREK Galaxy

FILE 13

CARD 2

THE CARDASSIAN RACE



One of the Federation's most dangerous enemies, the Cardassians are a complex race. They are capable of great evil and great tenderness, and should never be underestimated.

The Cardassians are a humanoid race. In appearance they are tall, long-necked, and marked by several bony protrusions and ridges. Their skin type and hair color varies from light purple to a greenish hue, and near black.

Starfleet Captain Edward Jellico described the Cardassians as being "like timber wolves, predators. They're bold in large numbers, and cautious by themselves. They have a distinctive need to establish a dominant position in any social gathering."

However, not all Cardassians are one-dimensionally evil. Some walk the same line between duty, choice, and belief as we do.

Family life

Family is central to Cardassian life. Men and women are rude to one another when they are courting – insults are terms of endearment to Cardassians. They tend to have large families.

Their children keep pets, such as the white and furry **Wompat**. Cardassians celebrate birthdays, respect marriage, and honor

advanced age as a sign of power and dignity.

They like orderliness in all things, and believe that there is no dilemma that cannot be solved with a disciplined mind.

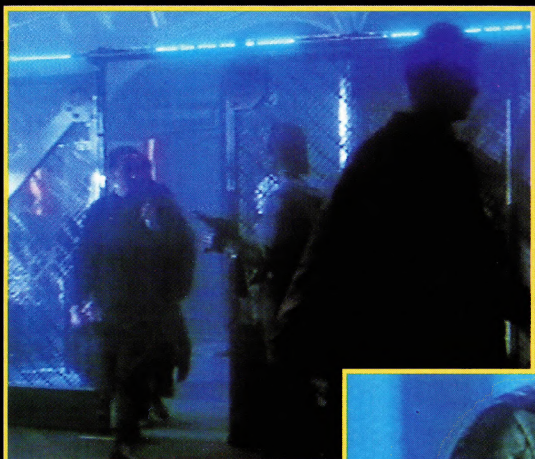
The Cardassians are an extremely talkative race, and are fond of literature, which seems to reflect their sense of duty – one of their greatest books is 'The Never Ending Sacrifice'.

In Cardassian society, everything seems to be



▲ Cardassians are vaguely reptilian in appearance. They dress in dark colors, and all members of the military wear some form of body armor.

CARDASSIAN BRUTALITY



▲ During the occupation of Bajor, the planet was administered from an orbital station known as **TEROK NOR**. The station housed a forced mining operation, and was heavily guarded against terrorist attacks. The same station is now known as **DEEP SPACE NINE**, and is under the control of the Federation.



▲ The vicious **Gul Darhe'el** was in charge of the **Gallitep** labor camp. When the Cardassians abandoned the camp, he ordered the execution of all the prisoners.



▲ As a former member of the **Obsidian Order**, **Garak** holds many dark secrets. The crew of **DEEP SPACE NINE** have learned that he is willing to use whatever means are necessary to protect himself.

▲ Cardassians believe in torture. In 2369, **Gul Madred** tortures **Captain Jean-Luc Picard** mentally and physically – in breach of the **Seldonis IV** convention.

determined by social caste: marriage, career, land holdings, political, and social status. Those of the military caste marry in order to secure their career and position in the government.

Occupying power

Cardassians are very protective of their territories. They don't permit anyone to travel in their space without the express permission of the **Cardassian Empire**. This rule is enforced by military patrol vessels, strategically placed at perimeter checkpoints throughout Cardassian space and

territories within their system and the **Demilitarized Zone**.

In 2309, the Cardassians occupy the planet **Bajor**, subjugating the people and mining its resources. The occupation lasts for 60 years.

They construct the space station, **Terok Nor** (now under Starfleet jurisdiction and renamed **Deep Space Nine**), initially as a mining station. Then they systematically strip the surface of Bajor of its resources. They do the same to **Terok Nor** when they abandon it, leaving the station in a shambles.

The Cardassians are infamous for their maltreatment of prisoners. But in the world of commerce, they are known

for paying their bills, though their officials and officers are not above taking bribes – even from lowly **Bajorans**.

Twin forces

While it is a major force in the Cardassian government, not much else is known about the military. We know military commanders, called **Legates**, appear to administrate military affairs.

The **Obsidian Order** is the Cardassian intelligence unit. For many years, they are known for their diligence and ruthlessness, and are the ever vigilant eyes and ears of the Cardassian Empire.

It is said that a Cardassian citizen cannot sit down to a meal without each dish being duly noted and recorded by the Order. They claim to be more efficient than the **Romulan Tal Shiar**, who can't compete when it comes to intelligence gathering and

covert operations.

However, the Order is weakened by an unsuccessful attack on the **Dominion** in 2371.

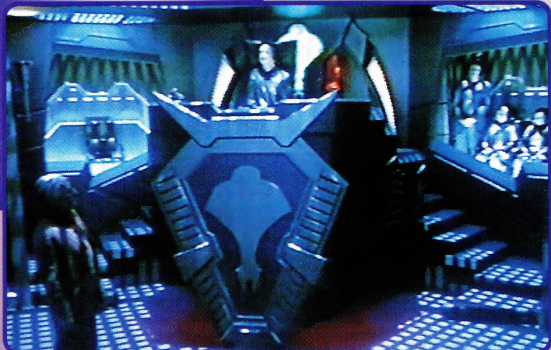
Cardassians boast that they have the most efficient criminal investigation system in the quadrant. The verdict is always known before the trial and it is always the same – guilty.

Cardassian citizens enjoy watching justice triumph over evil every time, and

find it comforting. The authorities believe it's good for the populace to see these spectacles of justice, feeling that the trials demonstrate the futility of 'contrary' behavior.

Justice

Cardassian justice is brutal and uncompromising. A guilty verdict is determined in advance, then an elaborate trial is held before the sentence is passed.



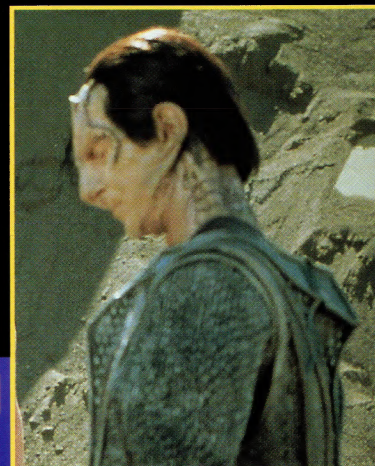
ORPHANS OF WAR



Children of shame

Although Cardassians place great importance on family life, orphaned and mixed-race children have little or no status on Cardassia. This has a significant effect on many Cardassian children who were abandoned on Bajor, or who are born to Bajoran and Cardassian parents.

The Cardassian child Rugal becomes part of a complicated political plot. Gul Dukat tries to make it look as if Rugal's father, Pa'dar, has knowingly abandoned him on Bajor.



GALAXY FACTS



Until 2369, Gul Dukat was the Prefect of Bajor. He was based on Terok Nor.



The Obsidian Order is prohibited from controlling any warships, but this didn't stop them from preparing a fleet to invade the Gamma Quadrant.



Cardassian men and women have equal status. Women often hold positions of power in the military and the Obsidian Order, and they completely dominate the sciences.

During the occupation of Bajor, many Cardassian officials, including Gul Dukat, keep Bajoran mistresses. Their half-Cardassian, half-Bajoran, children occupy a very difficult position.

In 2371, Gul Dukat is determined to prevent any Cardassians from learning about his half-Bajoran daughter, Ziyal. If he can find her, he means to kill her.

STARFLEET ACADEMY

COMBAT TACTICS

SOLAR SHIELD MANEUVER

Situation:

You are in non-Federation space near a Borg base. You have orders to return to Federation space using a transwarp corridor, but several members of your senior staff are trapped on the planet with the Borg.

Factors:

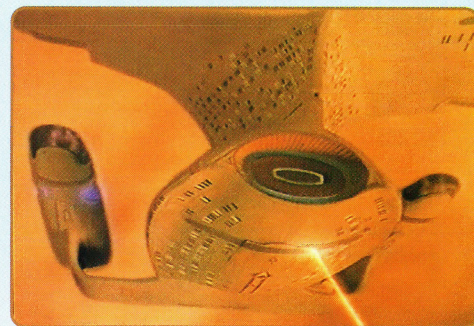
- The Borg ship is much more powerful than your own. In a straight fight, you will lose.
- The *U.S.S. Enterprise* has already been damaged – conventional shields are only at 62%.
- The hull temperature of the *Enterprise* becomes critical at 12,000 degrees Celsius, after which the ship will be destroyed.

Courses open:

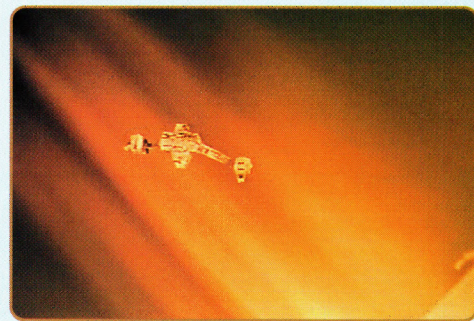
1. Return to Federation space as ordered, abandoning senior members of the crew.
2. Engage the Borg ship in a futile full frontal attack.
3. Attempt to hide from the Borg ship.

Plan:

- Use experimental metaphasic shields to take your ship into the corona of a nearby star. The shields will protect you, and the high temperatures will prevent the Borg from following.
- Once inside the corona, adapt the tractor emitters to fire a particle beam which will generate a solar flare that will destroy the Borg ship.



▲ With her metaphasic shields giving way, the *U.S.S. ENTERPRISE* fires a highly energetic particle beam at the sun's surface. The beam will generate a superfluid gas eruption. If the beam is not targeted accurately enough, the eruption will destroy the *ENTERPRISE*.



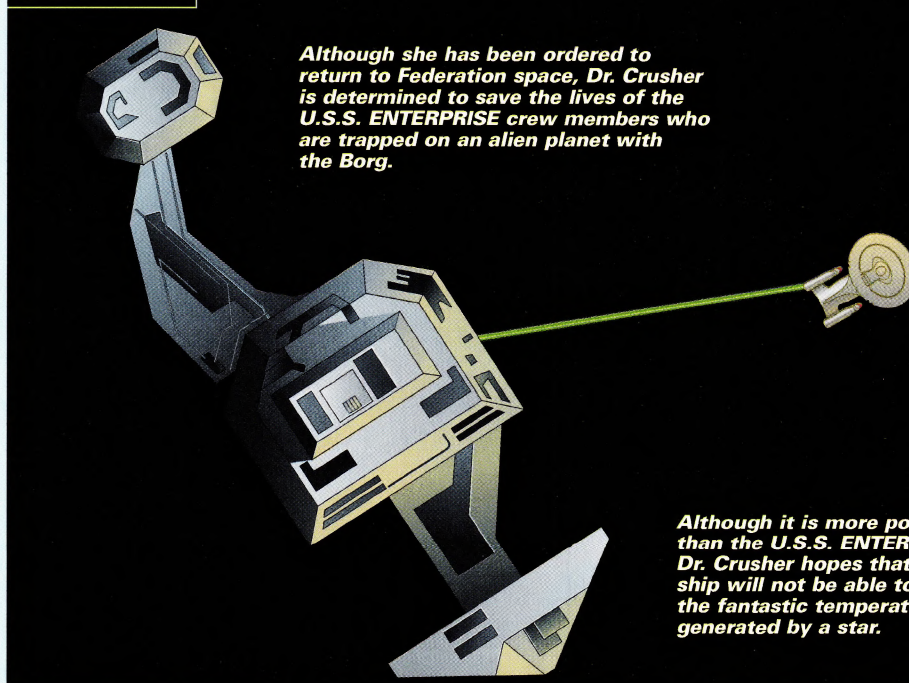
▲ The explosion of superfluid gas engulfs the Borg ship, which is waiting outside the corona, expecting to attack the *U.S.S. ENTERPRISE* when it emerges. The Borg vessel is completely destroyed.

In temporary command of the *U.S.S. Enterprise NCC-1701-D*, Dr. Beverly Crusher has been ordered to abandon the senior staff and return to Federation space. However, Dr. Crusher is not prepared to leave her crewmates in the hands of the Borg. With an inexperienced bridge crew at her command, she decides to use a revolutionary process in a daring attempt to evade the Borg. The process is called **metaphasic shielding**, but the technology has never been tested on a ship the size of the *Enterprise*, which has already been damaged by the Borg.

STARSHIP FACTS

- Metaphasic shielding uses low-level subspace fields. It is developed by a Ferengi scientist, Dr. Reyga, in 2369.
- Initial tests appear unsuccessful, but Dr. Beverly Crusher proves that metaphasic shields work when she flies one of the *U.S.S. Enterprise* shuttles, the *Justman*, into the corona of a star.

OVERVIEW



Although she has been ordered to return to Federation space, Dr. Crusher is determined to save the lives of the *U.S.S. ENTERPRISE* crew members who are trapped on an alien planet with the Borg.

The *U.S.S. ENTERPRISE* heads toward a nearby star with a Borg ship in pursuit. Dr. Crusher intends to use experimental metaphasic shielding to hide the ship in the sun's corona. The shielding has never been tested on a ship as large as the *ENTERPRISE*.

Although it is more powerful than the *U.S.S. ENTERPRISE*, Dr. Crusher hopes that the Borg ship will not be able to withstand the fantastic temperatures generated by a star.

▲ Dr. Crusher's solar shield maneuver makes use of an experimental technology which is not available to the Borg – and is untested on a large starship. It carries a high risk factor, as metaphasic shields have not been used extensively, only on a small shuttlecraft.

SOLAR SHIELD MANEUVER

This maneuver makes use of experimental metaphasic shields that use overlapping low-level subspace fields to move a ship partially into subspace. This technology has never been properly tested on a vessel as large as the *Galaxy-class U.S.S. Enterprise NCC-1701-D*.

1: SET A COURSE

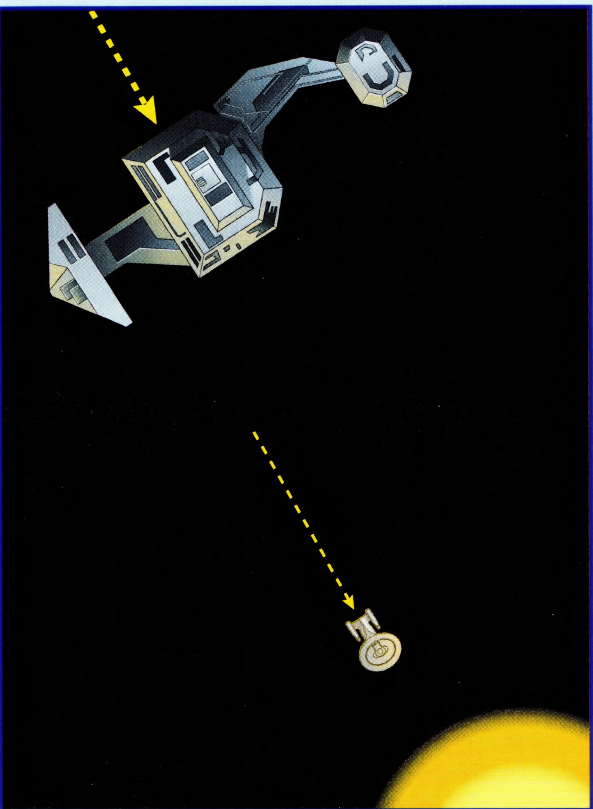
The U.S.S.

Enterprise has already been damaged in an earlier encounter with the **Borg** ship, and it is clear that there is no way that the *Enterprise* can realistically defeat the Borg in an all out battle.

However, Dr.

Crusher is unwilling to leave the senior staff on the planet with their fate in the hands of the Borg.

Deciding to use experimental metaphasic shields, she sets a course for the corona of a nearby star. The unwitting Borg follow the *Enterprise*.



2: ACTIVATE METAPHASIC SHIELDS

The U.S.S.

Enterprise enters the sun's corona. The Borg ship is unable to follow and takes up position just outside the corona to wait for the *Enterprise*, realizing that the ship will have to come out soon.

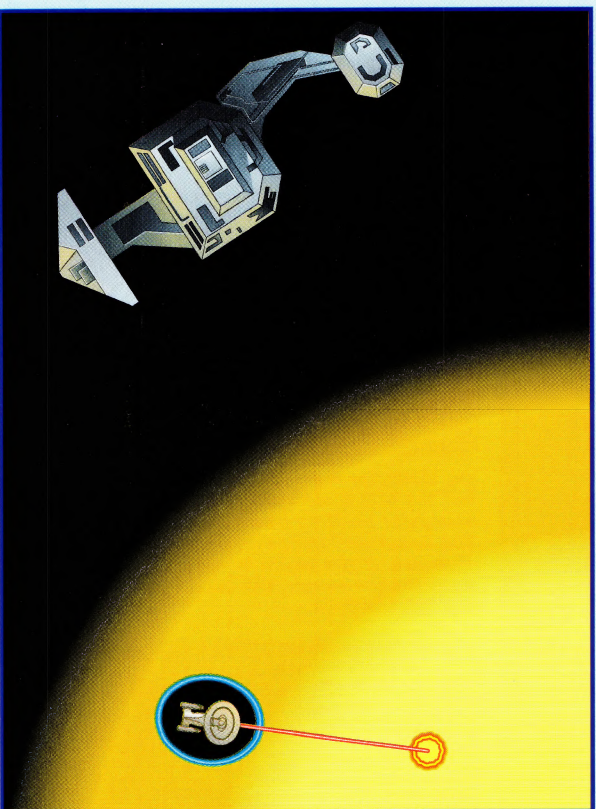
The experimental metaphasic shields keep the hull temperature at an acceptable 7,000 degrees Celsius, but they will only protect the *Enterprise* for a few minutes. After that, the extreme temperatures generated by the star will destroy the **Federation** ship.



3: FIRE PARTICLE BEAM

Inside the corona, but with their shields failing and the heat rising, the U.S.S. *Enterprise* crew adapt the tractor emitters to fire an energetic particle beam at the surface of the star. This will induce a solar infusion, which they hope to use to destroy the Borg ship.

However, if the *Enterprise* crew have made any mistakes in their calculations, the solar flare may destroy the *Enterprise*. With the ship lost, the other crew members on the planet would be left to their own devices.



4: GENERATE SOLAR FLARE

The target area of the sun's photosphere starts to destabilize. A pressure wave begins to form, finally causing an enormous solar flare to burst out of the corona. The solar flare totally engulfs the Borg ship, resulting in its total destruction. The flare, right on target, leaves the U.S.S. *Enterprise* untouched.

The maneuver is a success, and a relieved Dr. Crusher orders the helm back to the planet where **Captain Picard** and the senior officers are being held captive.



S.S. Botany Bay

The *S.S. Botany Bay* is a 'Sleeper Ship' launched from Earth during the Eugenics Wars. Although outwardly peaceful, it carries a deadly cargo of genetically engineered 'superhumans.'

SEE OTHER FILES...

U.S.S. RELIANT..... File 31
LT. MARLA MCGIVERS..... File 43
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STAR TREK II:
THE WRATH OF KHAN..... File 73

The main purpose of the **DY-100-class S.S. Botany Bay** is the transport of human cargo over long interplanetary distances. When it is constructed in 1996, interstellar travel is beyond the reach of the current technology. While it could take many years to travel from Earth to the outer regions of the solar system, it would take hundreds of years to reach the nearest inhabitable solar system. The propulsion technology that enables faster-than-light travel, thus decreasing the time needed for travel, is not available until **Zefram Cochrane** invents the warp drive in 2063.

Long journey

A 'Sleeper Ship', the *Botany Bay* is a prime example of late 20th century technology. It is important to suspend the effect of time and aging during long trips. The *Botany Bay* uses a form of sublight travel in which the passengers' heart rate and lung activity are placed in suspended animation. The heart rate is lowered to four beats per minute, and respiration drops. The ship's interior life support systems are then shut down in order to conserve energy. The crew are placed in

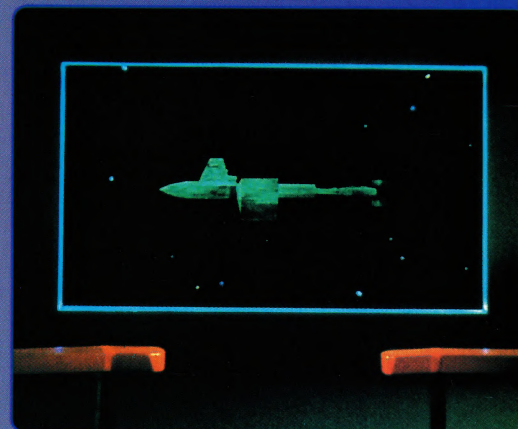
suspended animation prior to lift off.

As long as the engineering hull of a **Constitution-class** starship, yet barely half the height of the same hull section, the long submarine-like **DY-100-class** is designed to travel for several years. Although very primitive by the standards of the 23rd century, some derelicts may be in use by alien life forms.

Sleeping crew

The inside of the *Botany Bay* is filled with 84 bunk bed assemblies, housing the sleeping crew members. Each member of the crew is protected behind a clear window and clothed with mesh-like material. In this self-contained, and highly controlled, environment, the crew are kept alive by the ship's internal support systems. In case of malfunctions, the clear panels can be broken and crew members retrieved from the chambers by physically removing their bodies. Although this proved successful with one member of the crew on the *Botany Bay*, he may have been lucky because of his superior physical health.

These Sleeper Ships were powered by nuclear-powered engines which were far inferior to the 23rd century's controlled use of



The U.S.S. ENTERPRISE NCC-1701 finds the S.S. BOTANY BAY in 2267, drifting in space near the Mutara Nebula.

S.S. BOTANY BAY

First Recorded: 1996

Type: DY-100

Crew: 84

Propulsion: Nuclear engines

Features: The *Botany Bay* is a sleeper ship designed to carry a crew in suspended animation.

PORT VIEW

The shape of DY-100 ships resembles a missile. Unlike most starships, which are constructed in orbit, the **BOTANY BAY** is launched from Earth's surface.

The large cargo bay houses cryogenic units that are used to prolong the lifespan of the ship's human cargo during interplanetary flight.

The **BOTANY BAY's** systems are entirely automated, allowing the crew to 'sleep' during their journey.

Despite its primitive construction, the **BOTANY BAY** is a remarkably sturdy ship that survives for nearly 300 years.

The **BOTANY BAY** has nuclear-powered engines, and is not capable of even achieving speeds approaching a quarter impulse.

S.S. Botany Bay

antimatter and matter annihilation. *DY-100-class* were considered outdated after 2018 with the improvements in sublight propulsion technology. The following class was the *DY-500*, which was also short-lived.

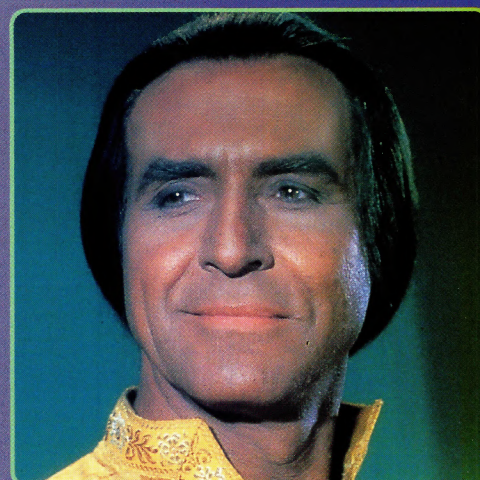
Upon reaching the desired destination, the ship's computer would first activate its internal life support systems. Then it would activate the bunk of the crew member who had been designated the leader of the crew. If all the systems were secure and there was no threat to life, the leader would commence the awakening of the rest of the crew.

Lost in space

The *Botany Bay* undertakes one of the longest recorded trips using this form of suspended animation. In 2267, the *U.S.S. Enterprise NCC-1701* under the command of **Captain James T. Kirk** finds the *Botany Bay* in the **Mutara Sector**. The ship has been traveling for 273 Earth years and has gone deep into space. It is emitting a

primitive morse code distress signal. This is the first clue to the *Enterprise* that the ship even exists. There is no record of it in **Starfleet's** registry. After being scanned by the *Enterprise*, the *Botany Bay's* internal systems automatically activate heat and oxygen into the environment. Once on board the *Botany Bay*, **Chief Engineer Scott** turns on the interior ship's lighting system, which also activates a transistor unit on one of the suspended animation bays. Although the circuit fails, possibly because of dust contamination, Kirk's fast actions save the life of its inhabitant, **Khan Noonien Singh**. The *Enterprise's* medical and science staff are able to detect the life signs of 72 of the crew members. In more than two hundred years of travel there have only been 12 malfunctions that have resulted in death. Even with these casualties, the *Botany Bay* has beaten 10,000 to 1 odds by surviving such a long journey.

The *Botany Bay* is eventually abandoned when Khan and his followers settle on **Ceti Alpha V**.



▲ The genetically engineered human beings who used the **S.S. BOTANY BAY** may have been more capable of surviving suspended animation than normal people.

ESCAPING A HOSTILE EARTH FOR THE GREAT UNKNOWN



▲ The **S.S. BOTANY BAY** carries a crew of 84 who are held in suspended animation. All of the ship's navigation systems are automated.



▲ In 2267, the crew of the **U.S.S. ENTERPRISE** board the **Sleeper Ship**, which has drifted far from Earth. The majority of the passengers are still alive.



▲ Automatic systems revive the leader, **Khan Noonien Singh**, but a malfunction nearly kills him. By acting quickly, **Kirk** and his crew manage to save **Khan's** life.



▲ **Khan** returns to the **BOTANY BAY**, where he revives his fellow 'supermen.' In 273 years, only 12 of the 84 sleepers have been killed by malfunctions.

FILE 41 ALTERNATE UNIVERSE VESSELS

I.S.S. Enterprise

The *I.S.S. Enterprise NCC-1701* is a parallel universe starship, discovered by Captain James T. Kirk after a transporter malfunction.

The *I.S.S. Enterprise NCC-1701*, although physically similar to her parallel dimension counterpart, the *U.S.S. Enterprise NCC-1701*, belongs to a very different universe. These differences can be seen in the crew's dress, crew discipline, security systems, and the chain of command. The differences in technology are mostly variations in instrumentation. However, the ship's engineering section has an elevated control room, while sickbay is described as a chamber of horrors, with medical assistants betting over a patient's tolerance to pain.

Acting under the **Prime Order of the Empire**, **Starfleet Command** rules over

interstellar space with repression and fear. The *Enterprise* is one of the first arsenals in the offensive in carrying out the Prime Order, and the captain's high-back chair holds the man with the authority to do it. A good captain is one who shows no mercy in carrying out the Prime Order. The *Enterprise's* captain has already suppressed the **Gorlan** uprising, and executed five thousand colonists on **Vega Nine**. He is ready to do the same to the **Halkan Council**. **Starfleet's** symbol, showing a planet with a

The *I.S.S. ENTERPRISE* exists in a much more militaristic universe than the one we know. The crew give military salutes when their Captain beams on board.

OTHER CARDS IN THIS FILE...

- 2 MIRROR UNIVERSE TEROK NOR
- 3 MIRROR UNIVERSE U.S.S. DEFIANT

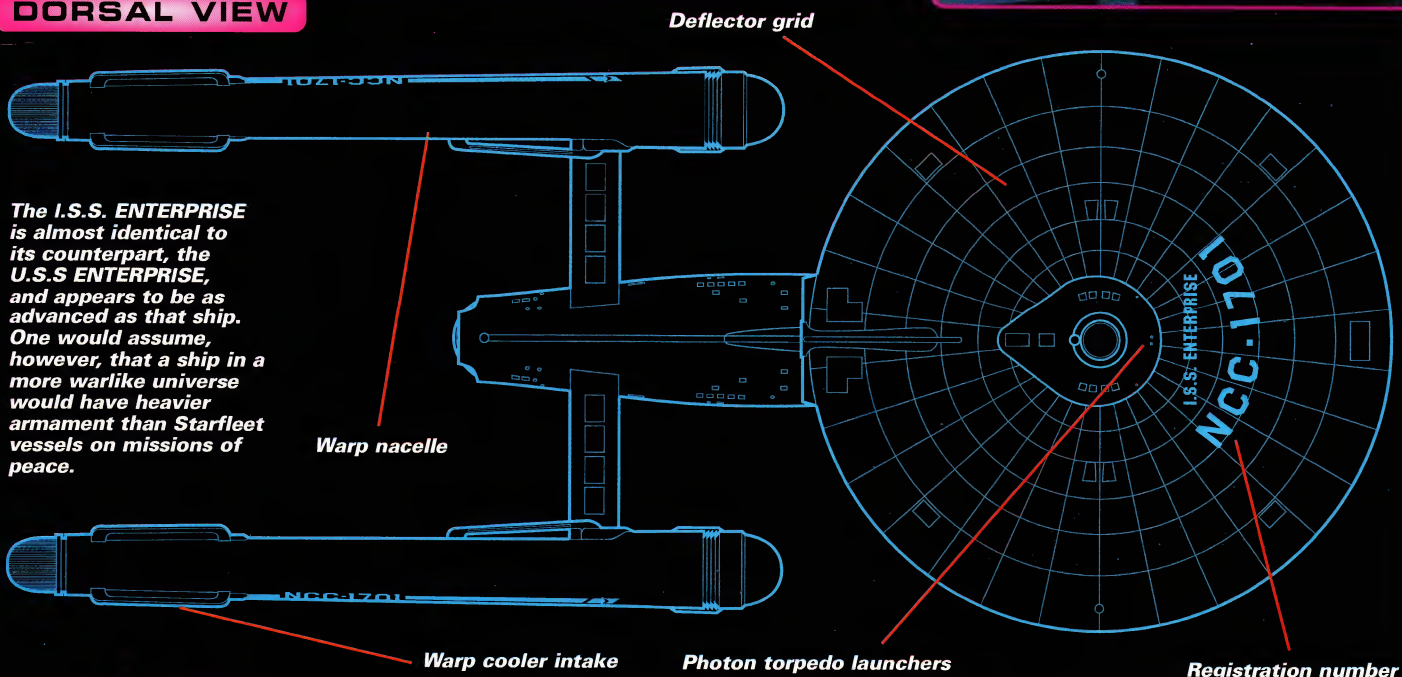
SEE OTHER FILES...

U.S.S. ENTERPRISE NCC-1701.. File 20
STAR TREK:
The Original Series..... File 68

In the Mirror Universe, Starfleet's symbol is a sword through the planet Earth - hardly a symbol of peace.

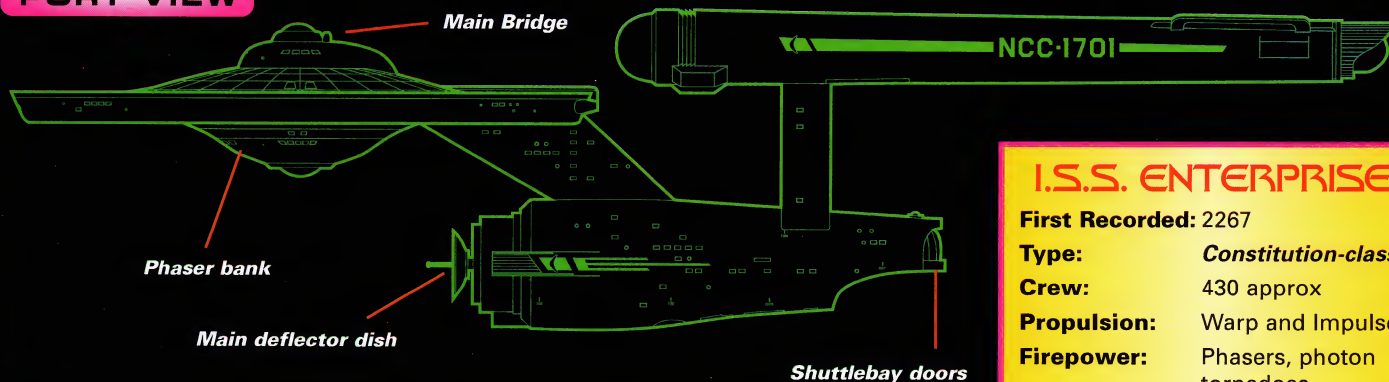


DORSAL VIEW



The *I.S.S. ENTERPRISE* is almost identical to its counterpart, the *U.S.S. ENTERPRISE*, and appears to be as advanced as that ship. One would assume, however, that a ship in a more warlike universe would have heavier armament than Starfleet vessels on missions of peace.

PORT VIEW



I.S.S. ENTERPRISE

First Recorded: 2267

Type: Constitution-class

Crew: 430 approx

Propulsion: Warp and Impulse

Firepower: Phasers, photon torpedoes

Length: 288 meters

I.S.S. Enterprise



▲ The transporter room looks the same, but something's not right: the startled crew of the U.S.S. ENTERPRISE are beamed aboard the alternate universe vessel. Conveniently, their uniforms have also been swapped with those of their counterparts.



▲ The military theme extends to the bridge, where crew members guard the entrance like soldiers, expecting trouble even from inside the ship.

sword stuck through it, is prominently placed throughout the bulkheads of the *Enterprise* as a reminder of this mission.

Dressed for war, not peace

The standard issue of Starfleet personnel uniforms on this *Enterprise* have more in common with the dress of the warlike **Klingon** and **Romulan** Empires. When approached by an officer, a crew member will bring his right fist to his left breast before raising his arm in salutation. Standard issue to all uniformed crew members are sharp, unsheathed buck knives that hang from sashes around the crew's waists. Female dress is more revealing, with numerous accessories such as arm bands and earrings. Being a Captain's Woman is one of the most prestigious and powerful positions a woman can hold on a starship.

Each crew member also carries an **agonizer**, used by a commanding officer as a means of enforcing discipline. If a crew member is careless, the officer will ask for his agonizer. He will then place it upon the disciplined man's chest for a number of minutes, depending upon



▲ Crew who step out of line are punished by torture in agony booths. What discipline there is aboard this ship comes from fear rather than respect.

the severity of the infraction. For more serious infractions such as mutiny, which is usually dealt with by capital punishment, the disciplined crew member is placed into a tall 'agony booth'. The ensuing screams are an additional reinforcement of discipline among the rest of the crew. The most severe cases get the 'Full Duration' setting.

A good captain will use overt and covert forms of security. While the captain's command is never truly secure, higher security does allow for a longer command. Most officers use personal henchmen who work on commission to carry out their orders. However, a smart captain will use whatever means are at his disposal to enforce his own rules. For the captain of the *Enterprise*, a device plundered from an unknown alien science lab performs just fine. Known as the **Tantalus Device**, it allows a viewer to secretly observe anyone on the ship. The captain accesses the device behind a secret panel in his quarters. By just pressing a button, the device can target and remove the victim from existence. The **Kirk** of the Mirror Universe has removed over 50 of his enemies with such a device. On the *Enterprise*, the Captain's Woman is privy to this knowledge and will use it to protect her captain.

Ambitious underlings

The security officer on the bridge can monitor all intercom and computer traffic via his security board. He is also the third in command in case something happens to the first two officers, and so is often filled with ambition.

Because a captain's authority is unlimited as long as he successfully carries out the Empire's command, assassination of superiors is a common means of advancing in rank. There is a lot of pressure on a captain to be successful. If he fails in his mission, the first officer could be asked to kill his commanding officer and assume his role. When the missions are successful, many members of the crew will see the profits in the form of credits.



▲ The main way to gain promotion is to murder those ahead of you. Officers in positions of power must continually look over their shoulders to avoid ambushes.



▲ There is no respect for colleagues aboard the I.S.S. ENTERPRISE, and conduct is not always civilized. Crew often make blatant sexual advances to each other.

FILE 44 NON-STARFLEET HUMANS

Edith Keeler

In 1931, **Edith Keeler** is at the center of a temporal accident. If this humanitarian and visionary woman lives, Earth's history will be changed. The Nazis will win World War II, and the **Federation** will be prevented from ever coming into being.

Edith Keeler is a female social worker from the 1930s of planet Earth. She is an attractive young woman, who dresses like a Society girl and speaks with a cultured accent. From her demeanor, it appears she comes from a wealthy background. She runs the **21st Street Mission**, which fronts a busy road in a filthy part of town. Here, trash lines the streets and unemployed men wander aimlessly.

Inspiration

Edith isn't daunted by the harsh conditions she encounters. She meets each day and new challenge with unfailing optimism. She believes in a bright future, and in the potential of everyone who comes to her mission.

During the free meals,

she gives speeches to the men, which are full of understanding and optimism. The following is a typical example: "I don't pretend to tell you how to find happiness and love, when every day is just a struggle to survive. But I do insist that you do survive, because the days and years ahead are well worth living for."

Friend in need

This same belief in humanity and compassion enables her to offer employment to two strangers hiding in her basement, instead of turning them over to the police. When **Captain James T. Kirk** confesses to stealing clothes because he and **Science Officer Spock** have no money, she appears more impressed with his blunt

PROFILE ON EDITH KEELER

NAME: Edith Keeler

LIFE FORM: Human female


OCCUPATION: Social worker

DIES: 1931, in 'normal' timeline. However, in an alternate timeline Edith Keeler does not die, but founds a pacifist movement that delays America's entry into World War II.

"And the men that reach out into space will be able to find ways to feed the hungry millions of the world and cure their diseases."

— Edith Keeler



 The beautiful Edith Keeler devotes her life to helping others. She asks few questions, and helps anyone who needs her.

FORBIDDEN LOVE

★ The past can't be changed

As Kirk looks for Dr. McCoy, he finds himself increasingly attracted to Edith. The attraction is mutual, and the two soon fall in love. He is attracted to her kindness and her optimism, while she responds to his warmth and belief in the future. When Kirk learns that Edith must die, it is one of the darkest moments of his life.



★ Helping hand

Edith first meets Kirk and his mysterious friend Spock in the cellar of the 21st Street Mission. The two have stolen some clothes and are hiding from the police.

★ Suspicions

Edith realizes that Kirk and Spock are not quite what they seem, but she is willing to trust them when they promise that they mean no harm.



Edith Keeler

honesty than dismayed at his illegal activities. She offers them jobs, little knowing these desperate men are from the future. When they perform their tasks efficiently, she gives them more work and finds them a room in the modest boarding house where she lives.

Although Edith is curious about Kirk and Spock, and intrigued by the odd device she sees in their room, she doesn't intrude. She remains respectful of their privacy, possibly hoping Kirk will reveal more as he learns to trust her. Their friendship grows, and Edith is attracted to the quietly authoritative Kirk.

Temporal accident

Kirk and Spock are in the Earth's past because of an accident in 2267 involving **Dr. Leonard H. McCoy** and a time portal called **The Guardian of Forever**. Chasing McCoy through time, Kirk and Spock end up at Edith's mission searching for him and trying to find out how he has altered the future of the planet. To the captain's dismay, they learn that the future turns around Edith Keeler.

As a result of McCoy's intervention, she will not be killed in a 1931 traffic accident, but will live to preach her dream that someday the nations of the world will take all the money spent on war and death, and spend it on life instead. In this timeline, Edith is viewed as an angel from the slums, meeting with the President as a renowned promoter of peace.

Though her vision for the future is correct, it occurs at the wrong time. If Edith lives, her devout pacifism will delay the United States' entry into World War II, allowing Germany to build the atom bomb first and win the war. The past as Kirk and his crew know it will only happen if Edith Keeler dies.

Inescapable fate

Edith is falling in love with Kirk: she's found a man who shares her vision of the future. She senses they speak the same language, and see the same things. She insists that someday man will land on the moon. His heart breaking, Kirk can't tell her the truth, about himself or about her fate.

When McCoy arrives in the past, he too finds his way to Edith's mission, and she helps him with her usual patient understanding. On the way to a movie with Kirk, she mentions McCoy and is astonished at his reaction. She watches the joyous reunion from across the street, crossing to join the three men. A speeding truck kills her as Kirk watches helplessly. The crew return to their own century, but Kirk never forgets the woman who was centuries ahead of her time.

THE GOOD SAMARITAN



★ Angel of mercy

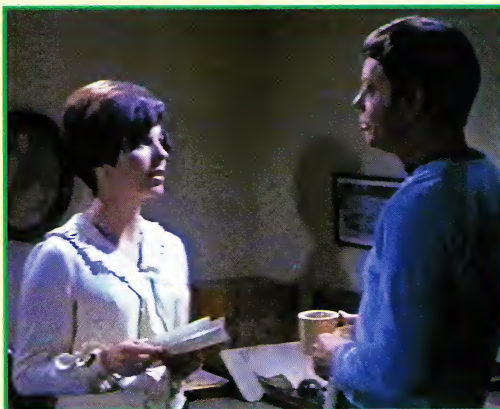
Edith Keeler runs the 21st Street Mission almost single-handed. In 1931, Earth is still a primitive planet, and many people depend on the charitable efforts of social workers like Edith.

★ McCoy's savior

A delirious Dr. Leonard McCoy is nursed back to health by Edith Keeler, who offers him accommodation in the mission. McCoy does not realize that if he saves Edith's life he will alter the timeline, and prevent humanity from achieving maturity.

★ Strong words

Edith does not believe in an entirely free meal, but the price of food is very reasonable. During every meal, Edith makes a speech and tries to inspire the men she is offering help. She firmly believes that mankind is making progress and that the future will be bright.



EDITH KEELER MUST DIE

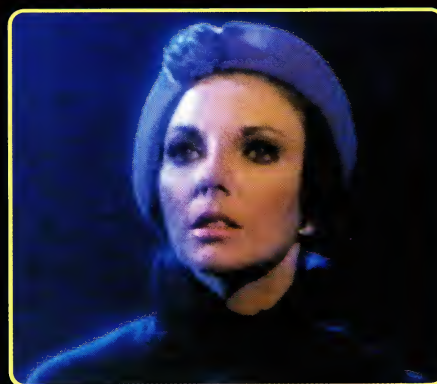


★ Bad news

Spock's tricorder shows that in the proper timeline Edith Keeler is killed in an accident. In the alternate timeline caused by Dr. McCoy, Edith Keeler lives and, as a consequence, Germany wins World War II.

★ Innocent victim

Edith's death is ironic. All she has ever done is encourage peace and human dignity but, if she lives, her words will keep America out of World War II, altering the future forever.



★ Fateful moment

Captain Kirk has no choice but to prevent an amazed Dr. McCoy from saving the woman he loves. When he allows Edith Keeler to die he places the future of mankind, and perhaps the entire Galaxy, above his own needs.



★ Kirk's grief

Kirk makes the ultimate sacrifice to protect the future. Allowing Edith to die is one of the hardest things he will ever do. Of all the women he has known, none have touched him as deeply as Edith Keeler. Her death leaves him heartbroken.

FILE 43 STARFLEET PERSONNEL

Reginald Barclay

Due to the rigors of **Starfleet** training, most officers serving aboard starships are well-rounded, confident individuals. It is all the more difficult, then, for shy Lt. Reg Barclay to find his feet amongst a new and unfamiliar crew.

Reginald Barclay is unusually eccentric for a **Starfleet** officer. Though he is a talented systems diagnostic engineer, he is uncomfortable in the most common social situations, and so takes great pains to avoid them.

Because of his social weaknesses, at one point in his career he is addicted to the **holodeck**. One of his favorite scenarios is a variation on 'The Three Musketeers' in which the holodeck version of **U.S.S. Enterprise NCC-1701-D's** Counselor Deanna Troi is in love with him. The shipmates Barclay chooses

to populate his fantasy adventures are not amused that he uses them in this way.

Another of Barclay's quirks is his morbid fear of the transporter. For the sake of his **Starfleet** career he tries to hide his unease, but when given the option he will travel by shuttlecraft for hours rather than beam somewhere in seconds.

Onto the **U.S.S. Enterprise**

Barclay first joins the crew of the **U.S.S. Enterprise** in 2366 (Stardate 43807.4) when he transfers from the **Ambassador-class U.S.S. Zhukov NCC-62136** under

IMAGINARY FRIENDS

★ Escape from reality

Suffering from 'holodiction', a condition in which a psychological dependence on the holodeck is developed, Lt. Barclay creates a number of programs which allow him to feel confident and assertive – the opposite of his 'real world' shyness.



★ Stolen kisses

One of the biggest taboos in holodeck etiquette is creating simulated relationships with real people, particularly crewmates. Barclay breaks this taboo by programming a holodeck version of Deanna Troi to fall in love with him.



PROFILE ON BARCLAY

NAME: Reginald Barclay

LIFE FORM: Human male

STATUS: Starfleet officer

CURRENT OCCUPATION: Lieutenant aboard the **U.S.S. Enterprise NCC-1701-E**

PREVIOUS POSTS: Served aboard the **U.S.S. Zhukov NCC-62136** and the **U.S.S. Enterprise NCC-1701-D**

ACHIEVEMENTS: Involved, with Lewis Zimmerman, in the creation of the Emergency Medical Hologram program.

REMARKS: For a Starfleet officer, Barclay is surprisingly neurotic.

FIRST SEEN: 2366, 'Hollow Pursuits'



▲ While he is a capable and valued member of the crew, Reg Barclay's shyness and low self-esteem make it difficult for him to form personal relationships.

★ Real fears

In 2369, Barclay is diagnosed as suffering from transporter psychosis. However, it is later discovered that he has encountered an unknown life form during transport.



★ Accelerated

After an encounter with an alien probe, Barclay's intelligence is temporarily accelerated to extraordinary levels. In this state he takes up residence in one of the ship's holodecks, where he constructs machinery that takes the **U.S.S. ENTERPRISE** to the probe's makers.



OTHER CARDS IN THIS FILE...

- 29 DATA
- 30 DEANNA TROI
- 33 GEORDI LA FORGE
- 57 THE HOLOGRAPHIC DOCTOR

SEE OTHER FILES...

- HOLODECK BEINGS.....File 56
- STAR TREK: THE NEXT GENERATION..... File 69

Lt. Reginald Barclay

"I am the guy who writes down things to say when there's a party ..."

—Reginald Barclay

the command of **Captain Gleason**. Soon after his transfer he starts to withdraw from reality and to completely immerse himself in holodeck fantasy, a condition known as **holodiction**. He also earns an unsatisfactory rating for his work in engineering.

However, his help in repairing the malfunctions caused by a shipment of tissue samples sent by the **Mikulaks** gives Barclay the confidence he needs to begin living without a holodeck crutch.

The following year (Stardate 44704.2), Barclay attempts to further improve his confidence and social skills by performing in 'Cyrano de Bergerac,' a 19th century Earth play directed by the **Enterprise's** Chief Medical Officer, **Dr. Beverly Crusher**.

Increased intelligence

It is during this period that Barclay is effected by a beam from a space probe sent by the **Cytherians**. The Cytherians are advanced humanoids, living near the center of the galaxy. They explore the Galaxy, not by leaving their world, but by sending out probes which will bring outsiders to them. The probe increases Barclay's IQ to well over 1000. He interfaces directly with the **Enterprise's** computer and modifies the warp drive so the ship can travel at speeds previously thought to be impossible. The **Enterprise** makes it to the Cytherian homeworld, where much useful information is exchanged. Even before the Cytherians send the **Enterprise** home, Barclay's brain function diminishes to normal levels, and he is unable to reproduce the astonishing results

he previously got with the **Enterprise's** warp engines.

In 2369, Barclay's worst fears are realized when he must deal with aliens who have been living in the **Enterprise's** transporter beam. The aliens, quasi-energy microbes, normally live in the plasma stream between stars, in a binary pair in the **Igo Sector**. The presence of these aliens causes the destruction of the **Oberth-class U.S.S. Yosemite NCC-19002**, and nearly destroys the **Enterprise** too.

Barclay overcomes his fear and makes important contributions to getting the alien microbes off the **Enterprise** and returning them to their plasma stream.

That same year, Barclay is part of the team that solves the problem of what to do with the computer-generated intelligence patterned after Professor James Moriarty, the arch enemy of fictional detective Sherlock Holmes. The computer-generated intelligence is eventually stored in a permanent computer-generated environment that seems real and infinite to Moriarty.

Gaining confidence

Around Stardate 46271, Barclay demonstrates that he is increasingly comfortable in social situations by helping **Worf's** son **Alexander** write a holodeck program called Ancient West. In the program, Alexander is able to visit Deadwood, South Dakota, during Earth's 19th century. The program malfunctions, forcing Worf, as town sheriff, to have a showdown with **Data**, as the bad

★ Spider-Reg

When a flu cure mutates Barclay's T-cells into an airborne virus, the results are devastating. The virus causes crew members to revert to earlier forms of their species, with Barclay himself turning into a spider. The affliction is named **Barclay's Protomorphosis Syndrome**.



★ Role-play for real

Dr. Beverly Crusher invites Barclay to join her acting troupe in an attempt to help turn his liking for role-play into something more positive. His first role is **Cyrano de Bergerac**.

guy who runs the town.

Sometime later, Barclay appears as the **Emergency Medical Hologram's** (EMH) assistant in its nightmarish holodeck experience aboard the **U.S.S. Voyager**. The hologram of Barclay tries to convince the EMH that it is a real flesh-and-blood doctor, and that the only way to save itself is to destroy the holographic illusion of the **Voyager**.

Barclay appears in the EMH's scenario because he was part of the original engineering team that designed the EMH program. Barclay's job was to test the Doctor's interpersonal skills.

In 2373, Barclay is serving aboard the **U.S.S. Enterprise NCC-1701-E**, when it encounters the **Borg**. He also meets his life long hero, **Zefram Cochrane** in 2063, when the **Enterprise** travels back in time.

ESCAPE FROM THE HOLODECK

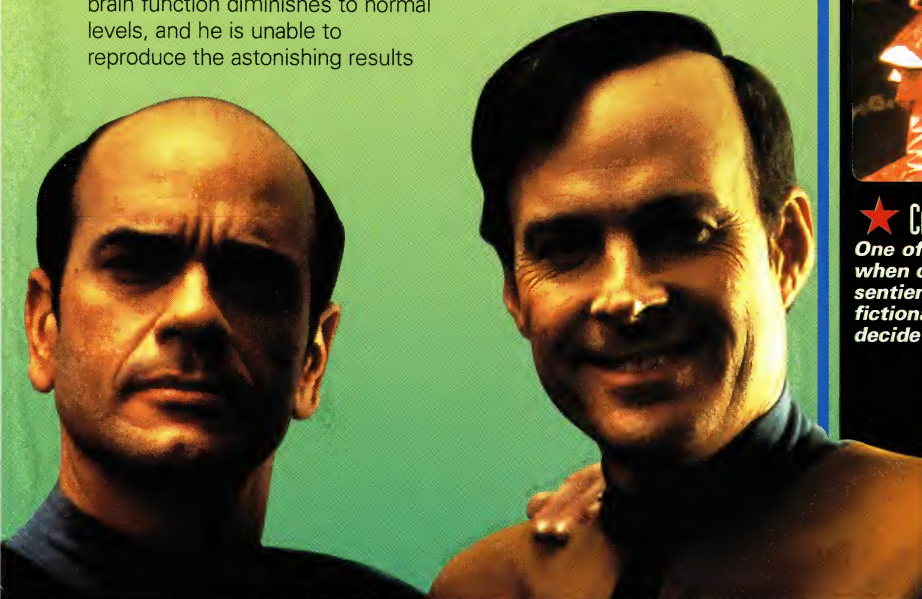


★ Crossing over into the real world

One of Barclay's more bizarre holodeck experiences occurs when characters in a **Sherlock Holmes** holoprogram develop sentience and an understanding of their condition. The notorious fictional villain **Dr. James Moriarty**, and his female companion, decide they want Barclay to help them to leave the holoprogram.

★ Still the land of make believe

Barclay is part of the team that designs the **Emergency Medical Hologram**. He is in charge of the Doctor's interpersonal development, which may explain some of the Doctor's more unusual personality traits. When the Doctor becomes delusional in 2371, he sees an illusory Barclay.



Starfleet Uniforms: Year 2266

Following the utilitarian uniforms of previous years, the outfits Starfleet introduce in 2266 show a much greater differentiation between the sexes, and include a stylish, unique, captain's tunic.

Whether for greater practical differentiation, or a heightened psychological effect aboard confined starships, the uniform variation introduced by Starfleet in 2266 keeps the same general design lines as the previous uniforms, but features a brighter and more distinctive palette for tunics. Command retains the green-gold color, although a more truly mustard shade soon becomes favored. Blue still denotes the sciences, while the biggest change involves operations, a bright red replacing the light tan used previously.

Aside from the color change, another new innovation involves the display, for the first time, of true ranks. Discarding the plain undetailed stripes which had merely indicated captain, officers or crew, a more patterned gold cuff braid is used in a system of solid and broken lines. In this version, however, symbols for individual ratings of non-commissioned crew members continue to be omitted from the scheme.

A standard contrasting black collar and taller boots are two more innovations, but the era's more notable change involves the genders. Practically all female officers and crew, regardless of station, wear flap-paneled

miniskirts with a low-cut, stand-up collar – the one time in more than 125 years when significant changes mark differing styles for humanoid men and women.

Medical and science

One exception to the standard tunic is made for medical personnel, who wear blue but in a metallic, shinier fabric. Male officers can choose a short-sleeved lab tunic, cut along the standard lines, but with a boat-neck collar revealing a black undershirt, while females again have the miniskirt design, but with a same-colored collar. In addition, the ship's chest insignia for nurses includes a red cross – the only variation from the three duty division symbols.

The same metallic fabric used for duty medical personnel is featured for dress uniforms, which echoes the tunic color scheme while allowing the display of triangular Starfleet award ribbons and other entities' commendations, worn on the left breast. Officers are also allowed, with



▲ *When Starfleet personnel come together the result can be a colorful scene, with various styles of uniform represented. Here, examples of dress uniform, male and female outfits, and all colors relating to the role differentiations of command, science and medical, and operations can be seen.*



DRESS UNIFORM
GREEN TUNIC [CAPTAIN'S]

As worn by **Captain Kirk**.



CAPTAIN
MUSTARD TOP

As worn by **Captain Kirk**.



CAPTAIN [ALTERNATE]
LIGHT GREEN WRAP-AROUND TUNIC

As worn by **Captain Kirk**.



SCIENCE OFFICER
BLUE TOP

As worn by **Mr. Spock**.

Starfleet Uniforms: Year 2266

approval, to customize dress uniforms to honor their cultures or ethnic past.

However, once again differences mark the genders: while the males' dress tunic features a Nehru collar and is fastened down the front, with increasing amounts of gold inset piping and edging to denote

correspondingly higher ranks, the females' design – made of the same metallic fabric – comes in the standard duty skirt design and features the addition of gold piping atop the black collar.

Commendations are more difficult to place in a flattering fashion on this design.

Among uniform options, commanders can choose a wrap-around, V-necked light green tunic, without a ship's insignia on the chest. Instead, the insignia forms the head of the wrap-around strap from right to left, adhering over the left hip. In an evolutionary turn, rank is denoted by standard braid,

indicated on the shoulders, then on the cuffs a year later.

Other optional wear, geared for the task, includes recreational wear, coveralls in the appropriate duty-division color scheme for technicians, a similar coverall for medical patients, and environmental suits for a variety of conditions.



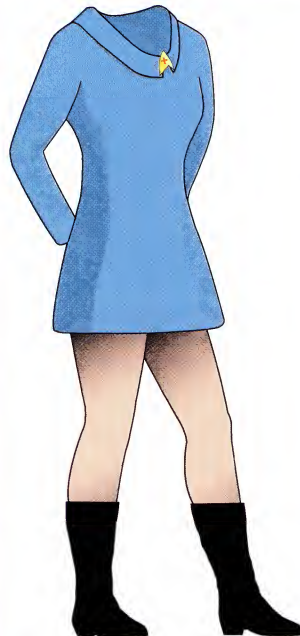
MEDICAL OFFICER
BLUE TOP

As worn by **Dr. McCoy**.



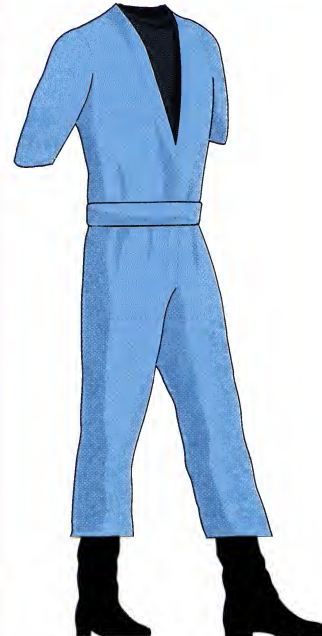
MEDICAL OFFICER
METALLIC BLUE TOP

As worn by **Dr. McCoy**.



NURSE
BLUE MINI-DRESS

As worn by **Nurse Chapel**.



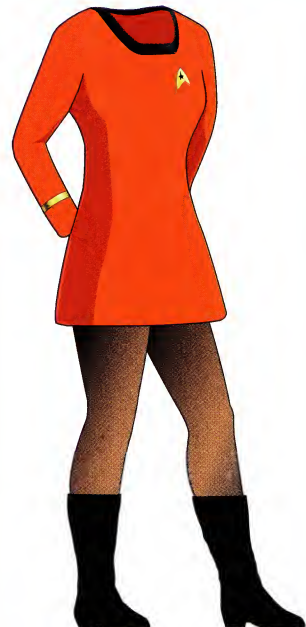
MEDICAL PATIENT
BLUE JUMPSUIT WITH BELT

As worn by **patients in sickbay**.



CREW MEMBER [MALE]
RED TOP

As worn by **security officers**.



CREW MEMBER [FEMALE]
RED MINI-DRESS

As worn by **Lieutenant Uhura**.



**ENGINEERING &
OPERATIONS TECHNICIAN**
RED JUMPSUIT WITH BELT



**UNITED FEDERATION OF
PLANETS COLONIST**
GREEN JUMPSUIT

'Charlie X'

A young passenger comes aboard the *U.S.S. Enterprise*. No one suspects he's anything more than in the throes of teenage angst, but Charles Evans is far from a typical teenager — he has mysterious powers that let him do just what he wants.

The *U.S.S. Enterprise* NCC-1701 meets the *U.S.S. Antares* to retrieve 17-year-old Charlie Evans, the sole survivor of a transport crash on the planet Thasus 14 years ago, when Charlie was three years old. It is obvious that the young man is entranced by Yeoman Janice Rand, the first girl he's met.

Charlie explores the ship with the awkwardness of a teenager raised without human companionship. Lost in this new environment, Charlie looks to Captain James T. Kirk for fatherly advice, a role that Kirk finds uncomfortable.

Adolescent power

An incoming message from the *Antares* is interrupted when the vessel suddenly explodes. As the *Enterprise's* voyage progresses, it becomes clear that Charlie has some unusual abilities.

When a crew member laughs at him, Charlie makes the man 'disappear.' Alarmed, Kirk tries to confine Charlie, but nothing works. When Kirk directs the *Enterprise* away from Alpha V to protect the colony from Charlie's uncontrollable powers, the young man takes over the ship.

Charlie corners Rand in her quarters. Kirk and Spock rush to her rescue. She resists Charlie and he makes her 'disappear,' too. Kirk convinces the boy he needs both the captain and Spock to run the *Enterprise*. On the bridge, Kirk turns on all the ship's systems, distracting Charlie. But before the battle between Charlie and Kirk can get too violent, a message arrives from a Thasian ship.

The Thasians, a noncorporeal race, gave Charlie his powers so that he could survive. Charlie doesn't want to return alone to the planet, but the Thasians remove him because he is too dangerous to live among other humans. Rand and all the other crew members are returned to the *Enterprise* unharmed, but the *Antares* is beyond saving.

CAPTAIN'S LOG
Stardate 1533.6

"Now maneuvering to come alongside cargo vessel ANTARES. Its Captain and First Officer are beaming over to us with an unusual passenger."

ON SCREEN...



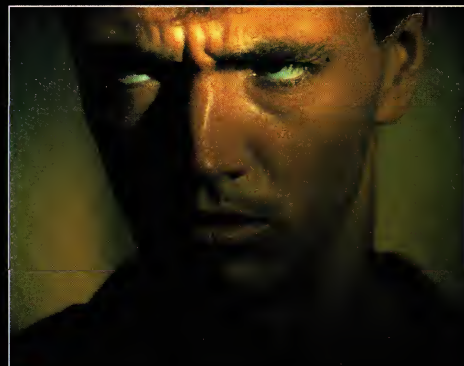
1 Young Charlie Evans beams aboard the *U.S.S. ENTERPRISE* from the *U.S.S. ANTARES*. He is the sole survivor of a crash on Thasus 14 years before.



2 Charlie is entranced by Yeoman Janice Rand, the first woman he has met. Unfortunately, his advances are too forceful and she has to be rescued by Kirk and Spock.



3 Charlie is desperate to join in with the ship's crew, but is overwhelmed by the experience. Life on Thasus has not prepared him for human society.



4 Charlie has been given extraordinary mental powers to enable him to survive alone, without his parents or any other human companionship.



5 Charlie pleads with the *ENTERPRISE* crew to be allowed to remain with them. He realizes he has done wrong, but says he can learn to control his powers.



6 The Thasians are unconvinced that Charlie can ever learn to live safely amongst humans. Despite his pleading, they remove him from the *ENTERPRISE*.

STARSHIP FACTS

Charles Evans is only three years old when his ship crashes on Thasus. He is only able to survive with the help of the legendary Thasians, who help him to develop his mental powers. He is rescued by the *U.S.S. Antares*.

'Balance of Terror'

After years of peace, the Romulans are back to test the Federation's resolve, and this time they've got a new weapon. To prevent a war, Captain James T. Kirk must find an invisible Romulan ship, and defeat a commander who is every inch his equal.

CAPTAIN'S LOG
Stardate 1709.2

"Patrolling outposts guarding the Neutral Zone between planets Romulus and Remus and the rest of the galaxy, received an emergency call from Outpost Four. The U.S.S. ENTERPRISE is moving to investigate and assist."

Patrolling the **Romulan Neutral Zone**, the **U.S.S. Enterprise NCC-1701** receives an alert from Outpost Four. In an emergency briefing, **Spock** informs the crew that the **Federation-Romulan** conflict of 100 years ago was ended by a treaty that created the Neutral Zone. Orders are to defend, but not to break the treaty. The ship and crew are expendable to avoid war. **Lt. Uhura** sends a challenge to the enemy, but they don't acknowledge, and Outpost Four is obliterated by a fierce energy plasma blast.

Invisible enemy

The enemy vessel, a **Romulan Bird-of-Prey**, is protected by a cloaking device that renders it invisible, but Spock realizes that in order to save energy, they're unable to sense the *Enterprise*. When a detected blip heads to 111 Mark 14 – Romulan space – **Captain Kirk** orders the crew to parallel its course. But his aspirations are foiled – the Romulans guess his move and allude him.

Kirk correctly guesses the Romulans' next move. In order to fire, the *Bird-of-Prey* must first decloak. Kirk scores a hit on the enemy ship. However, the Romulans are able to make a comeback. As the Romulan fuel is running out, the Commander stays put, sensing the Federation ship is possibly in worse shape. The *Enterprise* plays dead, and the leaders' battle of wits continues.

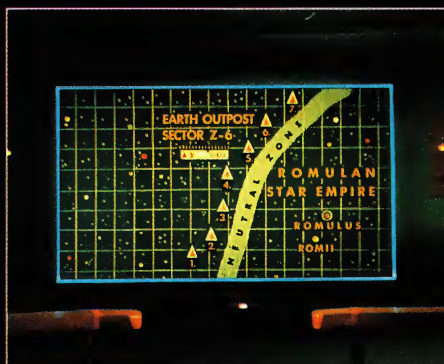
The *Bird-of-Prey* emits debris, containing a nuclear warhead. Kirk fires at it, damaging the *Enterprise* in the ensuing explosion. A manpower shortage sends **Lieutenant Andrew Stiles**, who distrusts Spock due to the physical similarity between Romulans and **Vulcans**, to the Phaser room. At the critical moment, a toxic fume leak debilitates him. Spock pulls him to safety, and Stiles is won over by the Vulcan's actions.

The defeated Romulan Commander refuses to abandon ship, and comments that, in another reality, he could have called Kirk 'friend'. He then destroys his own vessel.

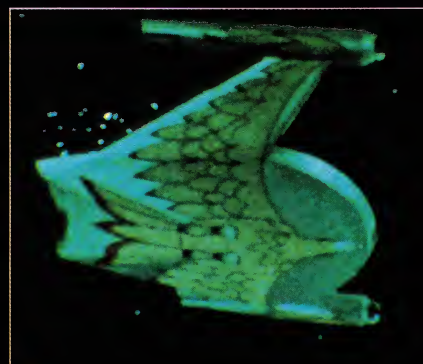
STARSHIP FACTS

This encounter is the first time Federation personnel have seen Romulans – previous communication between the two has been through subspace radio transmission only.

ON SCREEN...



1 The viewscreen on the U.S.S. ENTERPRISE shows the border of the Romulan Neutral Zone, established by a peace treaty 100 years before.



2 The ROMULAN BIRD-OF-PREY is painted with an imposing bird design, and appears similar to the ships which fought in the Romulan Wars.



3 The Romulan ship is well armed. The plasma blast it fires at the ENTERPRISE damages the Federation ship, but the Romulans must decloak to use the weapon.



4 Kirk knows that he must stop the Romulan ship before it can reach Romulan space. If he doesn't, there will almost certainly be a war.



5 Outgunned by the Romulans, Kirk's tactics are to outsmart his enemy. With both ships damaged, the commanders play a tense battle of wits.



6 In accordance with what is expected of him, the Romulan commander chooses to die with his ship, rather than live but be captured by Kirk.



'Eye of the Needle'

After weeks in the Delta Quadrant, Captain Janeway's crew is beginning to understand the reality of their situation. Then the ship's sensors detect a tiny wormhole, that might just be a way home.

CAPTAIN'S LOG

Stardate 48579.4

"The crew has been scanning constantly for anomalies that might help us shorten our journey home. Ensign Kim has reported an exciting discovery – a subspace disturbance which may be a wormhole."

Captain Janeway orders the **U.S.S. Voyager NCC-74656** to investigate a wormhole. But, when they arrive, the disappointed crew discovers that the wormhole is microscopically small. The crew launch a microprobe to find out where the wormhole leads, but before it can get to the other side, the probe is caught in a gravitational eddy. The probe is still transmitting data, and **Tuvok** reports that it has been scanned by a ship on the other side of the wormhole.

Kim and **Torres** modify the probe so that it carries a message. After a brief delay, they get a reply – from the **Alpha Quadrant**.

Romulan contact

The other ship breaks off communication, refusing to believe that the *Voyager* is in the **Delta Quadrant**. **Tuvok** reports that the ship is **Romulan** and that its Commander may believe that the *Voyager* is spying on him.

Eventually, **Kim** re-establishes communication and **Torres** learns that, with a little work, they will be able to transport through the wormhole. After a series of tests, they transport the Romulan commander on to the *Voyager*, only to discover that the wormhole is a rift in time as well as space, and that their visitor is from the year 2351, 20 years in their past.

Janeway decides that they cannot return to the Alpha Quadrant, because of the inevitable effect on history, but the Romulan commander agrees to take messages from the crew back with him and to transmit them to the **Federation** when 20 years have passed.

The Romulan commander transports back to his ship, and Janeway is about to tell the crew that their messages have been safely transmitted, but **Tuvok** stops her. The ship's records show that the Romulan commander died in 2367. The disappointed crew has no way of knowing if he arranged for their messages to be sent after his death.

ON SCREEN...



1 The microprobe is caught in a gravitational eddy inside the wormhole, but it is still transmitting data back to the crew of the **U.S.S. VOYAGER**.



2 Harry Kim is excited at the thought of communicating with the Alpha Quadrant, but B'Elanna Torres confesses that nobody is waiting for her.



3 The Doctor has problems of his own. Most of the crew are treating him like a machine, and switching him on and off almost at random.



4 With the test device in the Romulan commander's hands, the **VOYAGER** crew know that their plan will work. It seems they will soon be back in the Alpha Quadrant.



5 The Romulan commander transports over to the **VOYAGER**. He is impressed by the ship, but does not yet realize that it is from his future.



6 Tuvok delivers his bad news to a stunned crew. The Romulan commander has been dead for four years. It seems unlikely that their messages were ever sent.

STARSHIP FACTS

With a diameter of just 30cm, the wormhole is one of the smallest on record.

The Romulan captain is Telek R'Mor of the Romulan Astrophysical Academy.

'Ex Post Facto'

No one believes that Tom Paris is capable of murder, but when the Benea arrest him, the evidence seems overwhelming. Unless Tuvok can prove that he is innocent, Paris will spend the rest of his life reliving a murder he knows he did not commit.

'EX POST FACTO'

"Let the record show that the sentence of the court has been carried out. For the rest of his natural life, once every 14 hours Thomas Eugene Paris will relive the last moments of his victim's life."

— Benean Criminal Records

An injured **Ensign Harry Kim** returns to the **U.S.S. Voyager NCC-74656** in a damaged shuttle. In sickbay, Kim tells an astonished **Janeway** that **Lt. Tom Paris** has been convicted of murder.

The two officers had gone to **Benea** to get help repairing a damaged **columnator**. They visited an expert, **Professor Ren**, and Paris had obviously been attracted to Ren's bored wife, **Lidell**. While Kim and the Professor started work, Paris went to talk to Lidell. The next day, Ren was dead, and Paris was arrested for the professor's murder.

Janeway decides to enter orbit, something they had avoided because the Benea are at war with the **Numiri**. **Neelix** warns her to expect trouble from the Numiri, but they meet surprisingly little resistance.

Janeway and **Tuvok** beam down to Benea and interview Paris, who insists that he is innocent. As they talk, Paris has a seizure. His punishment is to relive Ren's murder through the victim's eyes every 14 hours, but the **Benean** memory implants are causing irreparable brain damage.

Investigator Tuvok

Paris is beamed up to the *Voyager* and Tuvok begins an investigation. The Numiri make an unsuccessful attack. Tuvok mind-melds with Paris and tells Janeway that he understands what has happened.

Kim takes Paris back to the surface in a shuttle. The Numiri attack, boarding the shuttle, but the *Voyager* beams the crewmen out. This confirms Tuvok's theory, and he assembles everyone who had been involved with Professor Ren on the surface.

He explains that someone has altered the memory engrams that were used to convict Paris. The memories show that the killer was shorter than Paris and had a good knowledge of Benean anatomy. After Paris had the memories implanted, the Numiri tried to kidnap him twice. The Benean doctor is a Numiri agent who has put vital information into Paris's brain in an attempt to smuggle it back to the Numiri planet.

STARSHIP FACTS

Other cultures, including the Agravathi, use implanted memories to punish offenders.

ON SCREEN...



1 Professor Ren's memories clearly show that a deranged Tom Paris committed the murder. Memory implants force Paris to relive the killing every 14 hours.



2 Professor Ren welcomes Paris and Kim into his house. Ren is absorbed by his work and has little time for anything else, including his wife.



3 Paris and Lidell both admit that they were attracted to one another, but Paris has no memory of anything serious happening, let alone murder.



4 Because the memory implants were not intended to cause brain damage, the Benea allow the crew of the **U.S.S. VOYAGER** to take Paris to their ship.



5 Despite the risk, Tuvok realizes that there is only one way to find out what really happened — he must mind-meld with Paris and relive the murder himself.



6 Tuvok assembles all of the involved parties on the surface and tells them what he has discovered. Tom Paris is the innocent pawn of a Numiri plot.

STAR TREK GENERATIONS Part 6

The *Starship Enterprise* has been destroyed, and Captain Picard is all that stands between Dr. Soran and his dreams of returning to the Nexus. When Picard finds himself drawn into the temporal anomaly, it really does seem to be a place where dreams come true . . .

SEE OTHER FILES...

STAR TREK:	
THE MOTION PICTURE.....	File 72
STAR TREK II:	
THE WRATH OF KHAN.....	File 73
STAR TREK III:	
THE SEARCH FOR SPOCK.....	File 74
STAR TREK IV:	
THE VOYAGE HOME.....	File 75
STAR TREK V:	
THE FINAL FRONTIER.....	File 76
STAR TREK VI:	
THE UNDISCOVERED COUNTRY.....	File 77
STAR TREK: FIRST CONTACT.....	File 79

Far across **Veridian III** from the saucer, **Dr. Soran** consults his pocket watch and heads for the scaffold. He starts across an overhanging bridge – and freezes: **Captain Picard** is standing in his way. Soran is shocked to see his nemesis alive, but not too shocked to pull his weapon. Picard knocks it out of his hand and into the ravine. The hand-to-hand fighting is intense and vicious – until Soran head-butts Picard, sending him rolling down the slope.

The energy ribbon appears as a surging crackle in the sky. Soran's probe launches, and streaks toward the Veridian star. Picard watches in horror as the missile explodes, darkening the entire sky. Soran jubilantly raises his arms as the ribbon, now a huge, rolling wave of electrical flame, envelops him – and Picard as well.

As soon as the ribbon passes, the shock wave from the exploding star hits the planet, obliterating both it and the remains of the **U.S.S. Enterprise NCC-1701-D's** saucer in a torrent of debris . . .

Out of a deep black void, Picard is spinning blindfolded in a blur of colored lights. He is bewildered, until the blindfold is removed and he finds himself in a Victorian home on Christmas Day. Five children hug him, calling him "Father." His wife, unfamiliar but with a warm glow, offers him a cup of Earl Grey. Picard is overjoyed, watching his children – the children he never had – unwrap their presents.

Dreams come true

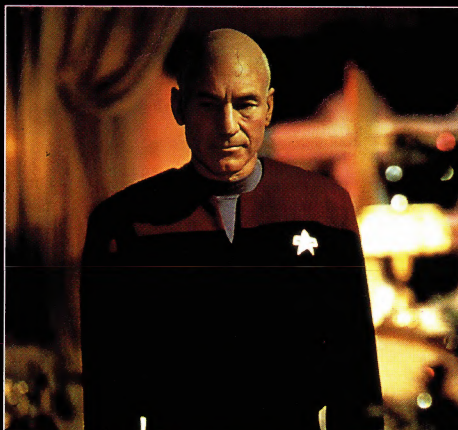
An older boy, Picard's nephew **Rene**, hands the captain a gift. Overcome at seeing Rene alive, Picard starts to say something, then stops himself: he embraces him tightly instead.

Picard looks around the room in wonder. An ornament catches his eye: it emits a pulsing light, like a tiny star. He turns serious. "This can't be real," he murmurs.

"It's as real as you want it to be," responds a familiar voice.

Picard turns to see **Guinan**. She explains that this is the **Nexus** for him: the life he always wanted. She is merely an echo of herself; she still exists on the *Enterprise* as they speak. Since time has no meaning, Picard can go anywhere, or to any time, he wants.

ON SCREEN...



1 The Nexus ribbon has hit, and a shocked Captain Jean-Luc Picard finds himself inside the temporal anomaly.



2 The scene resembles a Victorian christmas, the epitome of the family life Picard sacrificed for his Starfleet career.



3 Even Rene, Picard's recently deceased nephew, is here. Overcome, Picard cannot find words to express his happiness.



4 Guinan appears, to remind Picard that none of this is real. He cannot stay – he has to leave the Nexus and stop Soran.



5 Guinan directs Picard to someone who might be able to help him: the legendary Captain James T. Kirk.



6 Kirk claims to have had enough of adventure. He relishes the chance to put right past mistakes and marry Antonia.



STAR TREK GENERATIONS Part 6

The children call their father to the table for Christmas dinner. Picard feels the pull to join them, but realizes he cannot. He must go back to prevent Soran from destroying the star. Guinan knows someone who can help him, someone who just arrived in the Nexus himself ...

The return of Captain James T. Kirk

Instantly, Picard is on a lush mountainside, approaching a figure chopping wood outside a house. It is **James T. Kirk**, still in uniform. Kirk seems unfazed by his state; he welcomes his visitor, and heads into the kitchen to finish breakfast. Inside, he discovers his dog; sees the clock he gave Bones; hears his girlfriend **Antonia** call from upstairs – and realizes it is nine years earlier, the day he left her to return to **Starfleet**.

Picard introduces himself as captain of the *Enterprise*, explains about the temporal nexus, and that Kirk 'died' on the **U.S.S. Enterprise NCC-1701-B**. Kirk carries on cooking. Picard appeals to Kirk's sense of duty, to get him to return to help stop Soran. But Kirk has had enough of duty: this time, he's going to propose to Antonia. He takes her breakfast upstairs and into the bedroom. Picard follows – only now they are in Kirk's uncle's barn in Idaho. It's the day Kirk met Antonia. The Nexus has given him the chance to start over, to do things right from day one. He mounts his horse and rides off. Picard quickly saddles up.

Facing up to reality

Kirk gallops through the majestic Idaho wilderness, leaping a small gorge. He turns and leaps it again. Something bothers him ... Picard rides up. Kirk tells him that, unlike in his other life, he wasn't scared jumping the gorge – because it isn't real. Antonia sits astride her horse in the distance; she isn't real either. It's all wrong – nothing here matters. Picard urges him to come back where things do matter, to make a difference himself. Kirk ponders the slim odds, the grim situation, and realizes where his destiny lies: "It sounds like fun."

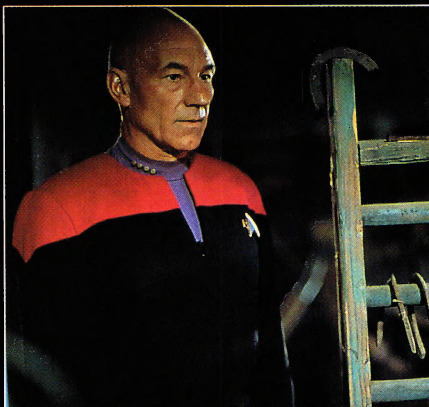
The two captains smile at each other, and turn their horses around. Kirk takes a brief, longing look back at Antonia ... then follows Picard down the slope. The two men are swallowed in a radiant burst of light.

STARSHIP FACTS

✦ This is the second time Picard has said goodbye to a fantasy family. He lived an entire lifetime as Kamin, a Kataan iron-weaver, in just a few minutes. To him, the experience, and Kamin's family, was all too real.

✦ Guinan tells Picard that she exists as an echo of the time she spent inside the Nexus. Although she has left, part of her will always remain.

ON SCREEN...



7 Why should Kirk leave, when he has his heart's desire right where he is: an outdoor life, a woman he loves and intends to marry, and no Klingons for light years around. Picard's pleas appear to fall on deaf ears.



8 Undeterred, Picard saddles up and follows his predecessor through the beautiful countryside. It is easy to see why Kirk has no desire to leave this idyllic life. In the Nexus, it seems, dreams really do come true.



9 Kirk effortlessly jumps a gorge which had always frightened him in reality. Out of curiosity, he goes back and jumps it again. He is still not frightened. His lack of fear makes him realize just how unreal everything is. Perhaps the worlds inside the Nexus are too perfect for a man like Kirk, whose whole life was built on adventure and danger. The easy life is not in his blood, and he knows he must go with Picard to stop Soran.



10 Kirk changes his mind, and agrees to help Picard. Although it means leaving the Nexus, he now realizes that the life he is leading is a fantasy, and ultimately worthless. By leaving the Nexus, he can once more make a difference to a universe he has already saved more times than he can remember.



11 As he rides off with Picard, Kirk takes a final look back at Antonia. Once again he has put his Starfleet career above their love, and this time he knows the decision will be final. No matter what the power of the Nexus, Kirk finally knows where his heart really lies – in adventure and excitement.

A continued

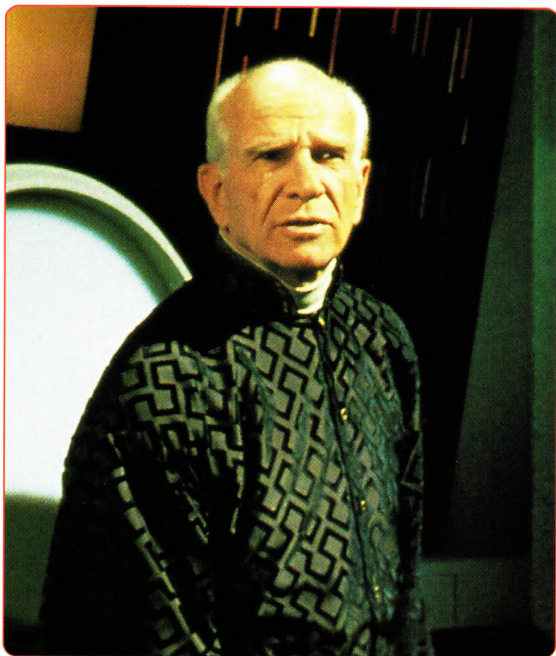
atavachron A facility that enabled the populace of **Sarpeidon** to travel into the past after the explosion of their home star, **Beta Niobe**, in 2269. The device's method of altering a user's cellular composition had the liability of making return time travel virtually impossible. (*Starship Log*: 'All Our Yesterdays' [TOS]) **SEE FILE 68**

Atheneum Vaults An official archive located on **Ventax II**, where the **Scrolls of Ardra** were consigned. (*Starship Log*: 'Devil's Due' [TNG]) **SEE FILES 18, 69**

Atlantis Project An Earth-based plan to construct an artificial eighth continent in the planet's Atlantic Ocean in the late 24th century, and named for a legendary ancient land. Despite the participation of a childhood friend, **Captain Jean-Luc Picard** declined appointment to the post of project director in order to remain in command of the **U.S.S. Enterprise NCC-1701-D**. (*Starship Log*: 'Family' [TNG]) **SEE FILE 69**

atmosphere conditioning pumps This essential component in the life-support systems of **United Federation of Planets** starships ensures that the onboard mix of oxygen and other particles is breathable. In 2367, **Data** was able to override the safety interlocks and reverse the pumps' function while under the control of **Dr. Noonien Soong**. (*Starship Log*: 'Brothers' [TNG]) **SEE FILES 25, 6**

Atul A **Klingon** operative sent to **Deep Space Nine** to observe a **Romulan** delegation. (*Starship Log*: 'Visionary' [DS9]) **SEE FILE 70**



▲ Mr. Atoz was the librarian who supervised the atavachron. He mistakenly assumed that the U.S.S. ENTERPRISE crew were members of his own society and sent them into the past.

Atoz, Mr. The curator of the huge **Sarpeidon** library in 2269, and the last resident to leave the planet during its home star's explosion. In connection with the atavachron time-travel device, the library was used by the inhabitants to choose the era from the past to which they wished to relocate. (*Starship Log*: 'All Our Yesterdays' [TOS]) **SEE FILES 18, 68**

attack cruiser **SEE Klingon attack cruiser.**

au Abbreviation for Astronomical Unit, a unit of measurement equal to 150 million kilometers – the distance between Earth and its sun.

aubergine stew A ragout-like dish, featuring eggplant, made from an old **Sisko** family recipe and served on **Deep Space Nine**. **Jadzia Dax** particularly enjoyed it. (*Starship Log*: 'The Nagus' [DS9]) **SEE FILES 7, 70**

'audet IX The location of a **Federation** Medical Collection Station. The **U.S.S. Enterprise NCC-1701-D** picked up samples of plasma plague here and conveyed them to the Tango Sierra depot. (*Starship Log*: 'The Child' [TNG]) **SEE FILE 69**

Aurora This was the **Federation** ship stolen by **Dr. Sevrin** in 2269 to help his quest for the planet **Eden**. (*Starship Log*: 'The Way to Eden' [TOS]) **SEE FILES 44, 68**

Australopithecine A primitive humanoid that lived on Earth 3 to 5 million years ago. In 2370, **Commander William Riker** was infected with **Barclay's Protomorphosis Syndrome** and devolved into an Australopithecine protohuman. (*Starship Log*: 'Genesis' [TNG]) **SEE FILE 69**

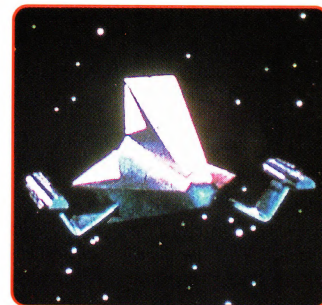
Autarch Leader of the **Tzenkethi** homeworld in the year 2371. (*Starship Log*: 'The Adversary' [DS9]) **SEE FILE 70**

autodestruct A sequence of commands given to the primary computer system aboard most **Federation** starships which, if not rescinded, will destroy the ship. The protocol requires the participation of two senior commanders; **Captain Jean-Luc Picard** has initiated the sequence three times aboard the **U.S.S. Enterprise**. (*Starship Log*: '11001001' [TNG]; 'Where Silence Has Lease' [TNG]), *Star Trek: First Contact* **SEE FILES 25, 69, 79**

auto-phaser interlock A computerized procedure that permitted highly accurate timing during a fusillade of starship phaser fire. (*Starship Log*: 'A Matter of Time' [TNG]) **SEE FILE 69**

autosequencers This group of interacting components is vital in maintaining safe and

atavachron
Atheneum Vaults
Atlantis Project
atmosphere conditioning pumps
Atul
Atoz, Mr.
attack cruiser
au
aubergine stew
'audet IX
Aurora
Australopithecine
Autarch
autodestruct
auto-phaser interlock
autosequencers
autosuture
Auxiliary Control Center
Avery III
Avidyne engines
away mission
away team
Axanar
axionic chip
Ayelborne
Azetbur
Azna



▲ In 2269, Dr. Sevrin and his followers stole the S.S. AURORA, as part of a doomed attempt to escape from the modern world and find Eden.



▲ In 2370, Commander Riker of the U.S.S. ENTERPRISE NCC-1701-D devolved into an Australopithecine protohuman.



▶ Captain Kirk was able to run what was left of the U.S.S. CONSTITUTION's systems from its auxiliary control center.

effective transporter function. A bogus autosequencer failure was used by **Subcommander Selok** to fake her own death and thereby camouflage her flight to the **Romulans** in 2367. (*Starship Log*: 'Data's Day' [TNG]) **SEE FILES 59, 69**

autosuture A medical device that is used to close flesh wounds or surgical openings. (*Starship Log*: 'Suddenly Human' [TNG]) **SEE FILES 65, 69**

Auxiliary Control Center Basically a secondary bridge found on the **U.S.S. Enterprise NCC-1701** and other ships. This emergency facility could be used to maintain command and control of all essential starship operations. (*Starship Log*: 'The Way to Eden' [TOS]) **SEE FILES 20, 68**

Avery III Planet in the **Delta Quadrant** where the **Vidians** had an underground complex. **Dr. Sulan** performed experiments on **B'Elanna Torres** here. (*Starship Log*: 'Faces' [VOY]) **SEE FILE 71**

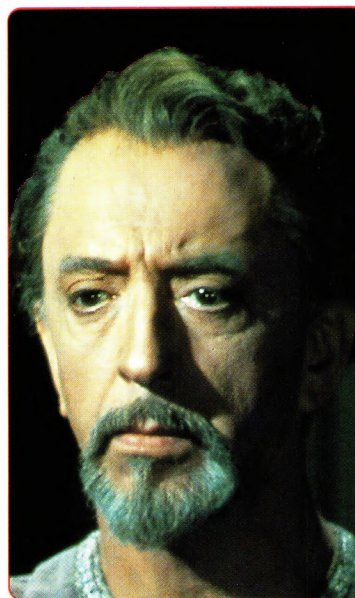
Avidyne engines These impulse motors were state-of-the-art when originally installed in **Constitution-class** starships. They were outmoded by 2365, but were still used effectively during battle simulations and other **Starfleet** exercises. (*Starship Log*: 'Peak Performance' [TNG]) **SEE FILES 30, 69**

away mission Any task or venture that necessitates separating a squad of **Federation** crew members, known as an away team, from their starship. Such missions, which usually involve transport to a potentially hostile planetary surface or spacecraft, are often hazardous and are thus intended to be brief. **SEE FILES 68, 69, 70, 71**

away team The squad of **Starfleet** crew members that are assigned to conduct an away mission. The size and configuration of the team is contingent upon the specific nature of the mission. The term refers to both 'landing parties' and 'boarding parties'. **SEE FILES 68, 69, 70, 71**

Axanar The site of a famous **Federation** triumph during a 23rd century battle, in which **Starfleet Captain Garth** prevailed. **Captain Kirk**, who visited the planet during his cadet years, held Garth in high esteem, crediting the victory with helping to forge his relationship with **Spock**. (*Starship Log*: 'Whom Gods Destroy' [TOS], 'Court Martial' [TOS]) **SEE FILES 19, 68**

axionic chip An integral module in the sensory computing system of all exocomps. (*Starship Log*: 'The Quality of Life' [TNG]) **SEE FILE 69**



▶ Ayelborne and the Organian Council of Elders were instrumental in preventing a war between the Federation and the Klingon Empire in the 2260s.

Ayelborne The head of the enigmatic **Council of Elders** of planet **Organia**, who accurately predicted in 2267 that the **Klingon Empire** and the **Federation** would eventually reconcile their political differences. Like all **Organians**, **Ayelborne** was actually a highly evolved form of noncorporeal life with the ability to assume humanoid appearance. (*Starship Log*: 'Errand of Mercy' [TOS]) **SEE FILES 18, 68**

▶ Azetbur became chancellor of the Klingon High Council after her father, Chancellor Gorkon, was assassinated. She successfully completed his negotiations for peace with the United Federation of Planets.

Azetbur This resourceful **Klingon** became chancellor of the **High Council** after the assassination of her father, **Gorkon**, in 2293. She continued the negotiations her father had begun with the **United Federation of Planets**, culminating in the milestone peace agreement signed at **Khitomer**. (*Starship Log*: **Star Trek VI: The Undiscovered Country**.) **SEE FILES 48, 77**



Azna A preferred repast of **Jadzia Dax**, which she believed could extend **Benjamin Sisko's** lifespan. (*Starship Log*: 'A Man Alone' [DS9]) **SEE FILE 70**